

CITY BUILDINGS

 Wooden Wall	 Town Militia	 Ceitherne	 Welsh Militiamen
 Town Watch	 Town Militia	 Ceitherne	 Welsh Militiamen
 Town Guard	 Spear Militia	 Deisi Javelinmen	
 City Watch	 Bill Militia	 Heavy Pike Militia	 Swordstaff Militia
	 Gaelic Archers	 Cliathairi	 Helwyr
	 Archer Militia	 Scots Pike Militia	 Crossbow Militia
 Militia Drill Square	 Heavy Bill Militia	 Galloglaih	 Meirionnydd
 Militia Barracks	 Hand Gunners (G)	 Magneiwyr (G)	
 Army Barracks	 Arquebusiers (G)	 Calivermen (G)	
 Masons' Guild	 Spear Militia	 Cliathairi	
 Master Masons' Guild	 Heavy Pike Militia	 Swordstaff Militia	 Ostmen
	 Merchant Cavalry Militia	 Meirionnydd Spearman	 Bill Militia
 Masons' Guild Headquarters	 Heavy Bill Militia	 Calivermen "G"	
 Merchants Guild	 Merchant Cavalry Militia		
 Military Academy	 Demi Lancers		
 Cathedral	 Norse War Clerics		

CASTLE BUILDINGS

 Motte & Bailey	 Border Horse	 Viking Raiders	 Horseboys	 Gwent Raiders	 Hobilars
 Wooden Castle	 Highland Pikemen	 Meirionnydd Spearmen	 Levy Spear-men		
 Castle	 Armored Sergeants	 Dismounted Huscarls	 Ridire		
 Fortress	 Dismounted Feudal Knights	 Dismounted Chivalric Knights	 Muire	 Rhyfelwyr	 Noble Pikemen
 Citadel	 Dismounted English Knights	 Noble Swordsmen	 Welsh Skirmishers	 Mathrafal Horsemen	
 Mustering Hall	 Peasants	 Highland Rabble			
 Garrison Quarters	 Highlanders	 Viking Raiders	 Ostmen	 Welsh Skirmishers	 Levy Spearmen
 Drill Square	 Highland Nobles	 Sami Axemen	 Ulster Swordsmen	 Billmen	 Armoured Swordsmen
	 Highland Pikemen	 Dismounted Huscarls	 Muire	 Gwent Raiders	
 Barracks	 Heavy Billmen	 Gotland Footmen	 Rhyfelwyr	 Morganwg Spearmen	 Noble Swordsmen
 Stables	 Hobilars	 Svenner	 Hobiguir	 Mathrafal Horsemen	 Border Horse
 Knights Stables	 Mailed Knights	 Huscarls	 Ridire		
 Barons Stables	 Feudal Knights	 Horseboys	 Teulu Skirmishers		
 Earls Stables	 English Knights	 Chivalric Knights	 Lords Retinue	 Mounted Calivermen	 Teulu

COMMON BUILDINGS

 Balista Range	 Ballista	 Catapult Range	 Catapult	 Siege Works	 Trebuchet
 Gunsmith	 Bombard	 Cannon Maker	 Mortar	 Ribault	 Cannon Foundry
	 Culverin				
 Templars' Minor Chapter House	 Knights Templar	 Port	 Cog	 Longboat	
 Shipwright	 Holk	 Dragon Boat	 Dockyard	 Gun Holk	 Naval Drydock
	 Carrack				

Britannia Campaign

CULTURE

In the British Isles, each faction spreads its unique culture rather than a religion. The amount and type of culture present in a settlement determines which units can be recruited from that settlement and how much unrest is created by insurgents within the population.

Many units require that a certain level of their faction’s culture be present in a settlement before they can be recruited there. The level of culture required to recruit a specific unit can be viewed on the Building Information screen of the structure which trains the unit. Conversely, while a foreign faction’s culture remains within a captured settlement; mercenary variants of that faction’s units may be drawn directly from the population. The quality and variety of mercenary units available are determined by the size of the settlement and level of foreign culture present.

Settlements with high levels of foreign culture will suffer greater unrest caused by insurgents within the population. While the culture in each settlement will shift in favour of the settlement owner over time, the most efficient way to minimize the unrest caused by insurgents and speed the spread of the controlling faction’s culture is to install a Governor in the settlement.

Governors in the Britannia campaign receive the “Management” attribute in place of “Piety”. The greater the Governors management skill, the faster his culture will spread within the settlement and the lesser the effect insurgents will have on public order. While second to Governors, spies are also able to increase the spread of their faction’s culture when stationed within the walls of a settlement their faction controls.

Religious buildings can still be constructed in the Britannia campaign, however they no longer allow the recruitment of the Priest agent type and instead serve as a means to boost population happiness and increase the spread of culture.

BRITANNIA

UNIT PLANNER

KEY

- MAX** Maximum number of units available for recruiting from this building
- ATT** Approximation of unit primary attack value
- DEF** Approximation of unit defense value
- G** Gunpowder must be discovered before recruitment is available